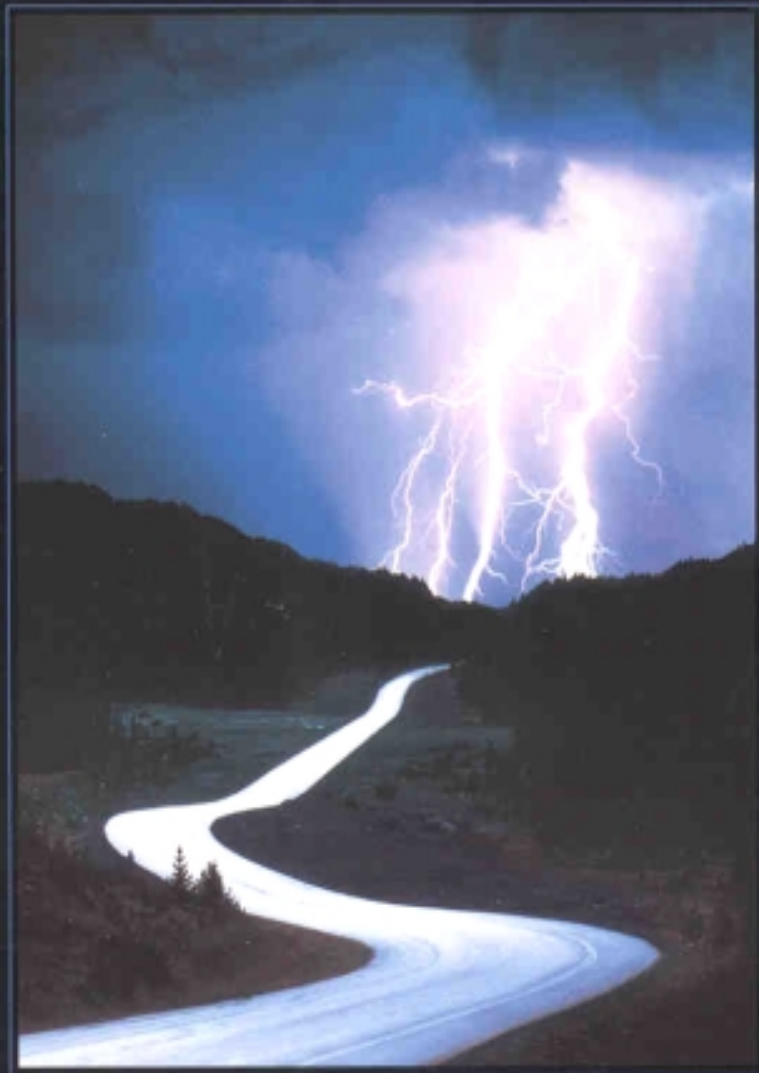


Welcome to the 2001 Candy Bar Seminar



INNOVATION

THE BEST WAY TO PREDICT THE FUTURE...
IS TO CREATE IT.

Topic: presented by
MAJ Michael J. Johnson, Ph.D.
And MAJ Scott Sandback

Date: Friday, June 29, 2001 Time: **2 - 4 pm**



Location:

Central Florida Technology Development Center
(STRICOM Innovation Center)
12423 Research Parkway
(old Pulau Building)

POC for attendance: Charlie Goodwin
407-384-3916

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A methodology for modeling human decision making in computer generated objects

- Relevance to STRICOM public:
 - This methodology was demonstrated on three test cases. The decision logic for two of these test cases was taken from OneSAF Testbed baseline version 1.0.
- Briefly describe what you plan on presenting and demonstrating:
 - Presentation of results from UCF Ph.D. dissertation completed Spring '01.
 - 5-step methodology based on Fuzzy ARTMAP neural networks.
 - The product from the research provides a framework for:
 - Improving human behavioral characteristics in CGFs.
 - Incorporating intelligent CGFs into existing real-time simulation environments.
 - Reducing requirements for human programmers to update and maintain behaviors.



Exploitation of Game Console Systems for Simulation

- Relevance to STRICOM public:
 - Reduced Total Cost of Ownership
 - Reduced Time Lost in Setup and Configuration
 - Indicate the relevance to the STRICOM public
- Game Console Capabilities and Limitations:
 - 3D Performance Comparisons
 - User Interfaces
 - Network play
 - AI potential